
Title: The Rite of Darkening

Author: -Writer Unknown-

Within the pages before you, the ancient ritual known as the Rite of Darkening shall unfold, instilling upon you the knowledge of the *lost Order of Dis. Note that the ritual is extremely dangerous and failure to perform each step in perfect harmony with the next can result in far worse than simple failure.

Purpose:

The Rite of Darkening was created in order to summon from the nether a spirit of the banished, known as a shade. The one that shall appear shall retain more of its human form than that of the ones found amidst the ruins of the lands.

Release this spirit from the confines of its imprisonment will leave the shade in your service for one hour, at which point it returns to its damnation.

Perform at night:

Encircle a pentagram atop a tower with small woden tables, and "lock" them down with your magics. On each table, set an unlit lantern. From outside the circle of tables, cast a firefield upon the surface of the pentagram. Before the light of the field

disappears, light all the lanterns. When the field goes out, put out each lantern, each time say "Out with the light, call from the night". Upon the extinguishing of the final lantern, if you have within you the touch of the dead, the shade should appear, if all steps were performed properly.

Note that you should NOT release the shade, no matter what it offers or what it pleads.

There are things inherent in its nature that would lead it to bring discomfort and disease upon your kind and kin... Beware, for the Rites of Dis are not for those of lesser power... and embracing the darkness may bring you more than you desire...

Izrem's Copy Notes:

- The way the title "*lost Order of Dis" is written makes it hard to determine if the writer is suggesting it was an actual group/guild or if it was simply a subgroup. If it is written "lost Order of Dis", then it was probably a sub-group of a larger group, most likely the old Order of the Ebon Skull. If it is meant to be written Lost Order of Dis then it was probably a stand alone group. It is probably the former as no Lost Order of Dis seems to come to mind.
- This is an old stand alone spell used exclusively in the old Order of the Ebon Skull. Back in the lands of Caina there was a graveyard where the

shades wandered eternally.
It is from this spot that
poor damned souls could
be used as messengers,
petty lackeys or brutal
warriors. I never knew
how the shade was meant
to be made to follow you,
as they are highly chaotic
beings. Perhaps this spells
is what bound them to
their masters...

-The warnings given by
the unknown author should
be heeded. Shades are
extremely dangerous
creatures. To attempt to
interact with them in any
other fashion besides a
"kill-kill" relationship is
folly. Additionally, the
spells are highly
necromantic and should
not be attempted by
anyone not of trained
usage in necromantic lore
and spellcasting. As of
such, the only logical
practioners of this spell
should be members of the
Ebon Skull and of the
Ebon Skull alone.

-This spell holds no
similarities with other
summoning spells. No
attempts should be made
to adapt this to a
different summoning form.